What is claimed is:

1   1.   An access control system for an electronic entertainment
2   device, the control system comprising:

3   a processor;

4   a memory comprising instructions for execution by the processor
5   for:

6   periodically presenting a set of working queries during
7   execution of an entertainment software application;

8   accepting answers to the working queries; and

9   allowing access to the entertainment software application
10   based on the answers.

1   2.   The control system of claim 1, wherein the instructions for

2   allowing access comprise instructions for allowing access to the

3   entertainment software application for a time period derived from the

4   answers.

1   3.   The control system of claim 2, wherein the time period

2   increases as a number of the answers that are correct answers increases.

1   4.   The control system of claim 1, wherein the memory further

2   comprises instructions for monitoring a task list of executing applications

3   and identifying execution of the entertainment software application based

4   on the task list.

1   5.   The control system of claim 1, wherein the working queries

2   are randomly selected from a working query database.

1   6.   The control system of claim 1, wherein the working queries

2   include custom queries written by a local control system supervisor.

1   7.   The control system of claim 1, wherein the memory further

2   comprises instructions for pausing the entertainment software application

3   before presenting the set of working queries.

1   8.   An access control program product for controlling access to

2   entertainment software executed on an electronic amusement device, the

3   product comprising:

4   a storage medium;

5   an access control application stored on the storage medium,

6   the access control application comprising software instructions for:

7   periodically presenting a set of working queries during
8   execution of an entertainment software application;

9   accepting answers to the working queries; and

10   allowing access to the entertainment software application
11   based on the answers.

1   9.   The access control program product of claim 8, wherein the

2   instructions for allowing access comprise instructions for allowing access

3   to the entertainment software application for a time period derived from

4   the answers.

1   10.   The access control program product of claim 9, wherein the

2   time period increases as a number of the answers that are correct

3   answers increases.

1   11.   The access control program product of claim 8, wherein the

2   memory further comprises instructions for monitoring a task list of

3   executing applications and identifying execution of the entertainment

4   software application based on the task list.

1   12.   The access control program product of claim 8, wherein the

2   working queries are randomly selected from a working query database.

1   13.   The access control program product of claim 8, wherein the

2   access control application further comprises software instructions for

3   identifying a current user of the electronic amusement device, and wherein

4   the software instructions for presenting comprise software instructions for

5   presenting the set of working queries based on the current user.

1   14.   A method for controlling access to entertainment software

2   executed on an electronic amusement device, the method comprising:

3   periodically presenting a set of working queries during

4   execution of an entertainment software application;

5   accepting answers to the working queries; and

6   allowing access to the entertainment software application

7   based on the answers.

1   15.   A method according to claim 14, further comprising the steps

2   of monitoring a task list of executing applications and identifying execution

3   of the entertainment software application based on the task list.

1   16.   A method according to claim 14, further comprising the step

2   of determining a time period derived from the answers for which to allow

3   access to the entertainment software.

1   17.   A method according to claim 14, further comprising the step

2   of terminating the entertainment software application based on the

3   answers.

1   18.   A method according to claim 17, wherein terminating

2   comprises terminating the entertainment software application based on a

3   predetermined number of the answers that are incorrect answers.

1   19.   A method according to claim 18, further comprising the step

2   of identifying a current user of the electronic amusement device, and

3   wherein presenting comprises presenting the set of working queries based

4   on the current user.